MARKED-UP VERSION OF THE AMENDED CLAIMS:

Claims 1 – 8 (canceled)

9. (previously presented) A method for operating a coin actuated entertainment automat comprising

placing a coin into a coin acceptance device of an entertainment automat;

testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device;

controlling a course of a game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on [[the]] a front side of the entertainment automat;

substituting a symbol by another randomly determined symbol;

renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached; and

accumulating the obtained winning in the credit balance counter.

10. (previously presented) The method according to claim 9, further comprising

networking a second entertainment automat to the first entertainment automat;

simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter;

determining in a game mode the entertainment automat, which has reached a highest winning value within a time window predetermined by the control unit;

coordinating the highest winning value to that entertainment automat, which entertainment automat has reached the highest winning value within the time window.

11. (previously presented) A method for operating a coin actuated entertainment automat comprising

inserting payment into an automatic entertainment automat;

activating a game time after receiving the payment by the automatic entertainment automat;

randomly drawing all cards;

determining if a game time has ended;

displaying winning values in case the game time has ended;

determining if a key has been depressed in case the game time has not yet ended;

determining if the depressed key is a hand out key or a hold key in case a key had been depressed;

randomly drawing cards not being held in case the hand out key had been depressed;

holding cards in case the hold key had been depressed;

actualizing an intermediate state;

determining if a certain winning combination had been reached;

randomly drawing again all cards if the certain winning combination had been reached;

determining again if the game time has ended if the certain winning combination had not been reached.

12. (previously presented) The method for operating a coin

actuated entertainment automat according to claim 11 further comprising determining if a special symbol combination or a jackpot winning value has been reached after inserting the payment into the automatic entertainment automat.

13. (previously presented) The method for operating a coin actuated entertainment automat according to claim 11 further comprising networking a second entertainment automat to the first entertainment automat;

determining which one of the entertainment automats assumes a master function;

determining which one of the entertainment automats assumes a slave function;

determining if a jackpot filling level has reached a predetermined release amount;

starting a jackpot game at the entertainment automat performing the slave function;

waiting till the slave is ready;

activating the game time for the entertainment automats;

randomly drawing all cards;

determining if a game time has ended;

presenting the winning amount in case the game time is ended;

checking if a key is depressed in case the game time is not ended;

return process to in front of determining if the game time has ended in case no key depressed;

holding a card;

randomly drawing a not held card;

determining if a maximum winning value had been reached;

randomly again drawing all cards in case a maximum winning value had been determined;

determining again if a game time has ended in case no maximum winning value had been determined;

collecting game results of the slave entertainment automat in the master entertainment automat;

distributing of the game results to the slave entertainment automat by the master entertainment automat;

calculating of the winning amount;

displaying the winning amount.

14. (previously presented) The method for operating a coin actuated

entertainment automat according to claim 13 further comprising

sending a readiness signal to the master entertainment automat;

waiting by the slave entertainment automat for an activation of the game time through the master entertainment automat.

15. (previously presented) A method for operating a coin actuated entertainment automat with a coin acceptance device and a coin test device, a symbol display device and a control unit for controlling a course of a game, wherein the control unit includes a microcomputer and a pseudorandom number generator, wherein the game course can be influenced by an operational element disposed on a front side of the entertainment automat, and wherein a displayed symbol combination comprises several symbols, and wherein a symbol can be substituted by another randomly determined symbol,

wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on a side of the control unit in the following a symbol combination is displayed with a symbol display device (2), and wherein the symbols can be multiply renewed within a predetermined time window, until the winning carrying symbol combination is reached, and wherein the

obtained winning is accumulated in the credit balance counter.

16. (previously presented) The method according to claim 15, further comprising a second entertainment automat, wherein the entertainment automats (1) are networked together, and wherein the played entertainment automats (1) are simultaneously switched into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter, wherein the game mode is determined at which entertainment automat (1) the highest winning value is reached within a time window predetermined by the control unit (7), and wherein the winning value is coordinated to that entertainment automat (1), which entertainment automat (1) has reached the highest winning within the time limited game mode.

17. (canceled)

18. (previously presented) The method according to claim 9, further comprising

monitoring a credit balance state with a first operational block exhibiting a game stake;

monitoring a total playing time by a second operational block;

randomly determining winning symbols during the total playing time by a control unit;

illustrating and displaying the randomly determined winning symbols with a symbol display device;

activating a first branching block by a third operational block for determining the remaining residual game time;

determining in a second branching block in case of a presence of remaining residual game time, if an operating element furnished on a front side of the entertainment automat has been actuated;

performing a return to the first branching block in case of an absence of an operating element activation.

19. (previously presented) The method according to claim 9, further comprising

determining which operational element was actuated in case of an activation of an operational element;

presenting card symbols with the symbol display device;

drawing not held cards by new cards determined randomly from a card storage in a fourth operational block;

determining a winning value of a displayed symbol combination;

displaying the winning value in a fifth operational block;

checking in a third branching block, if the maximum winning value is displayed with the symbol display device;

holding the winning symbols displayed with the symbol display device upon remaining of a residual game time in the following by activation of an operational element;

performing a return from the third branching block to the first branching block upon checking if the game time has ended;

determining an actualized winning value in case of an ended game time in a sixth operational block;

performing a return from the sixth operational block to a first operational block by checking, if a further credit balance state for basing a further game stake is present.

20. (previously presented) The method according to claim 9, further comprising

determining symbol combinations randomly in case of a credit balance state exhibiting a game stake in the credit balance counter of the entertainment automat;

performing a switch over from a base game into a supplemental game by a control unit in case a predetermined winning value is coordinated to the symbol combination displayed by the symbol display device or if a particular symbol combination is displayed with the symbol display device;

determining in a branching block if a preset jackpot winning value has been reached or surpassed for a predetermined symbol combination.

21. (previously presented) The method according to claim 9, further comprising

monitoring a total game time by an operational block;

randomly determining winning symbols by a control unit during a total game time;

displaying the randomly determined winning symbols with the symbol display device;

activating a branching block by an operational block for determining the remaining residual game time;

checking in the branching block in case of a presence of remaining residual game time, if an operational element present on the front side of the entertainment automat has been actuated;

performing a return to a branching block in case of no actuation of the

operational element;

checking which one operational element was actuated in case of an actuation of the operational element;

checking in the branching block, if a maximum winning value is displayed with the symbol display device;

performing a return upon non-reaching of the maximum winning value from one branching block to a second branching block, wherein the game time is checked in the second branching block;

displaying winning symbols with the symbol display device upon remaining of a residual game time;

holding the display of the winning symbols by actuating of the operational element or throwing out all up to now held cards by actuating an entry block;

performing a return from the one branching block to the second branching block by checking if the game time has ended;

determining an actualized winning value in an operational block in case of an ended game time, and displaying actualized winning value with a coordinated display means; performing a return from a second operational block to a third operational block by checking if a further credit balance state sufficient for a game stake is present.

22. (previously presented) The method according to claim 10, further comprising

initiating a network by actuating the power switch of each entertainment automat;

assuming of the master function by one of the entertainment automats, wherein the master function comprises essentially that a coordination of the entertainment automats present in the network is performed with respect to the collection of data through the counter state of the jackpot amount and the release of a common special game, which takes place at all entertainment automats present in the network at the same time;

switching the second entertainment automat present in the network to a slave function;

randomly determining a symbol combination in an operational block and displaying the symbol combination in the symbol display device in case of a sufficient credit balance state;

transferring an adjustable shared part amount of the game stake of each base game to a common jackpot counter;

checking the counter state of the jackpot counter in a branching block following to a determination of the winning value in the base game;

sending from the master a control signal to all other entertainment automats present in the network if the predetermined jackpot counter state is reached or surpassed, wherein the slaves switch to the supplemental game based on the control signal after termination of the base game;

monitoring in an operational block, if an okay signal was returned by all slaves;

starting the supplemental game at the same time in all participating coin actuated entertainment automats.

23. (previously presented) The method according to claim 10, further comprising

activating an entertainment automat in case of a credit balance state exhibiting a game stake;

monitoring a total game time by an operational block;

randomly determining winning symbols by a control unit and displaying the winning symbols with the symbol display device within the total game time;

activating a branching block for determining the remaining residual game time by the operational block;

checking in a branching block if an operational element disposed on the front side of the entertainment automat was actuated in case of a presence of

remaining residual game time;

performing a return to the branching block if no operational element actuation took place;

checking in case of actuation of the operational element which operational element was actuated;

determining and displaying a game result of the displayed symbol combination in an operational block;

determining in a first branching block if a maximum winning value is displayed with the symbol display device;

performing a return from the first branching block to a second branching block in case of a non-reaching of the maximum winning value; and

checking the game time in the second branching block.

24. (previously presented) The method according to claim 10, further comprising

performing a return upon reaching of the maximum winning value from a branching block to an operational block, wherein new winning symbols are randomly determined in the operational block and are displayed with the symbol display device;

displaying winning symbols in case of a remaining residual game time with

the symbol display device and holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating an entry block;

performing a return from the first branching block to the second branching block;

checking in the second branching block, if the game time has ended;

scanning the individual results of the slave entertainment automats by the entertainment automat turned master in case of an ended game time;

accumulating the incoming game results by the master;

communicating the incoming game results from the master to the slaves;

determining the winning value in the following in an operational block;

displaying the determined winning value with the coordinated display means of a respective entertainment automat;

performing a return from an operational block displaying the winning value to a second operational block checking the game stake.

25. (previously presented) The method according to claim 10, further comprising

initiating a network by actuating the power switch of each of the entertainment automats, wherein one of the entertainment automats assumes

a master function;

switching further entertainment automats contained in the network to slave operation; wherein the slave function comprises essentially that predetermined data are transmitted continuously to the master after request;

randomly determining a symbol combination in an operational block in case of a sufficient credit balance state;

displaying the determined symbol combination with the symbol display device;

transmitting an adjustable share part of the stake of each base game to a common jackpot counter;

checking in a branching block, if an instruction is present from the master to start thereupon a supplemental game following to the determination of the winning value in the base game;

confirming a receipt of the instruction of the start of the supplemental game to the master;

activating the entertainment automat in case of a credit balance state exhibiting at least a game stake;

checking by an operational block, if the master signal for the special games is present;

randomly determining winning symbols by a control unit during the

complete game time;

displaying the determined winning symbols with the symbol display device;

activating a first branching block for determining the remaining residual game time by an operational block;

checking in a second branching block, if an operational element furnished on the front side of the entertainment automat was actuated;

performing a return to the first branching block in case no actuation of an operational element took place and in case of a presence of a remaining residual game time.

26. (previously presented) The method according to claim 10, further comprising

checking which operational element was actuated in case of an actuation of an operational element;

determining a game result of the displayed symbol combinations;

displaying the determined game result in the operational block;

determining in a branching block if a maximum winning value is displayed with the symbol display device;

performing a return from a first branching block to a second branching block in case of a non-reaching of the maximum winning value;

checking the game time in the second branching block;

performing a return from the first branching block to a second operational block;

performing a return upon reaching of the maximum winning value, wherein new winning symbols are randomly determined in the second operational block and wherein the new winning symbols are displayed with the symbol display device;

displaying winning symbols with the symbol display device in case of a remaining of residual game time;

holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating the entry block;

performing a return from the first branching block to the second branching block by checking if the game time has ended;

performing a return from a third operational block to a fourth operational block by checking if a further credit balance state sufficient for a game stake is present.

27. (previously presented) A system for operating a coin actuated entertainment automat comprising

a first entertainment automat;

a second entertainment automat, wherein the first entertainment automat and the second entertainment automat are forming a network and are simultaneously switched, and

means for configuring the network connected to the first entertainment automat and to the second entertainment automat, wherein

the first entertainment automat and the second entertainment automat are at the same time playing a base game, and wherein a predetermined winning combination or a predetermined winning value is reached in the base game, whereupon a supplemental game is activated upon a trigger value on the first entertainment automat and on the second entertainment automat; and

a branching block "effective game number limit" (39, 71), which limits a number of games being run through with handing out random dealt cards.

28. (previously presented) The system according to claim 27,

wherein the first entertainment automat is furnished with a first additional operating element, wherein the first additional operating element is associated to each presented winning symbol and each presented winning symbol can be held in the following by action of the first operating element, and wherein the first entertainment automat includes a first separate

processor and first software;

wherein the second entertainment automat is furnished with a second additional operating element, wherein the second additional operating element is associated to each presented winning symbol and each presented winning symbol can be held in the following by action of the second operating element, and wherein the second entertainment automat includes a second separate processor and second software.

29. (previously presented) The system according to claim 27, wherein one of the first entertainment automat and of the second entertainment automat performs a master function, and wherein the entertainment automat performing the master function drives the supplemental game which is performed on the first entertainment automat and on the second entertainment automat.

30. (previously presented) The system according to claim 29, wherein the entertainment automat performing the master function accumulates a jackpot amount as an adjustable shared part of the game stake of each base game, and wherein the entertainment automat performing the master function scans individual game results and subdivides the jackpot winning

amount.

31. (canceled)

32. (canceled)

33. (canceled)

34. (canceled)

35. (previously presented) A method for operating a coin actuated entertainment automat comprising

placing a coin into a coin acceptance device of an entertainment automat;

testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device;

controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on the front side of the entertainment automat;

substituting a symbol by another randomly determined symbol;

renewing the symbols within a predetermined time window until a winning

carrying symbol combination is reached; and

accumulating the obtained winning in a credit balance counter.

36. (previously presented) The method according to claim 35, further comprising

networking a second entertainment automat to the first entertainment automat;

simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined credit balance state of a common credit balance counter;

determining in a game mode the entertainment automat, which has reached the highest winning value within a time window predetermined by the control unit;

coordinating the winning value to that entertainment automat, which entertainment automat has reached the highest winning within the time limited game mode.

37. (previously presented) The method according to claim 35, further comprising

delivering a percentage of each game stake to a jackpot;

determining a reaching or surpassing of a jackpot release value;

activating a special jackpot game sequence upon reaching or surpassing of the jackpot release value, which jackpot game sequence is the same at each used networked entertainment automat;

giving to each player of each used networked entertainment automat the possibility to achieve a predetermined result within a predetermined time period, wherein the player has to reach a winning symbol combination predetermined by the entertainment automat after an arbitrary number of games during the predetermined time period.

38. (previously presented) A method of running a plurality of entertainment automats comprising

employing a first entertainment automat;

employing a second entertainment automat;

networking the first entertainment automat to the second entertainment automat;

starting the entertainment automats to run;

determining which entertainment automat from the first entertainment automat and the second entertainment automat assumes a master function within the network;

determining which entertainment automat from the first entertainment automat and the second entertainment automat assumes a slave function within the network;

effectively limiting a number of game rounds being played;

changing sequentially symbol cards for new random symbol cards in the course of a sequence of game rounds.

39. (previously presented) The method of running a plurality of entertainment automats according to claim 38 further comprising collecting data relating to the games performed at the entertainment automats in the entertainment automat performing the master function;

managing a jackpot in the entertainment automat performing the master function;

filling the jackpot depending on the games performed in the entertainment automats;

determining if the filling level of the jackpot has reached a predetermined level;

initiating a supplemental game in all running entertainment automats simultaneously upon the jackpot having reached the predetermined level; and

switching simultaneously the coin actuated entertainment automats disposed in the network into a common supplemental game when a predetermined value of a common jackpot is surpassed.

40. (currently amended) The method of running a plurality of entertainment automats according to claim 38 further comprising inserting payment in an operational block "Insert payment" (36) into one of the entertainment automats for obtaining an active entertainment automat;
activating a game time in an operational block "Activating the game time" (37) of the active entertainment automat;
randomly drawing all cards in an operational block "Randomly drawing all cards" (38) of the active entertainment automat;
determining if a game time has ended in a branching block "Game time ended ?" (39) at the active entertainment automat;
presenting the winning amount on a display if the game time is determined to be ended;
waiting for another insertion of payment.

41. (currently amended) The method of running a plurality of entertainment automats according to claim 40 further comprising

determining if a key is depressed in a branching block "Key depressed ?" (40) in case it was determined that the game time had not been ended;

returning process to determining if the game time is ended [[(30)]] in a branching block "Game time ended?" (39) in case it is determined that no key was depressed;

randomly drawing a card not yet held in operational block "Randomly drawing of not held card" (43) if it is determined in the branching block "Key depressed ?" (40) that the hand out key in the operational block "Hand out key" (41) was depressed;

holding a card in an operational block "Hold card" (46) if it is determined in the branching block "Key depressed ?" (40) that the hold key in the operational block "Hold key" (42) was depressed;

actualizing an intermediate state in the operational block "Actualize intermediate state" (44);

determining if a Royal Flush in a branching block "Maximum winning value" (45) has been reached;

returning process to randomly drawing all cards in an operational block "Randomly drawing all cards" (38) of the active entertainment automat in case a Royal Flush in the branching block "Maximum winning value" (45) has been reached; and

returning process to determining if the game time is ended in the branching block "Game time ended ?" (39) [[(30)]] in case no Royal Flush (45) in the branching block "Maximum winning value" has been reached.

42. (currently amended) The method of running a plurality of entertainment automats according to claim 38 further comprising inserting payment in an operational block "Insert payment" (36) into one of the entertainment automats for obtaining an active entertainment automat;
activating a base game in an operational block "Base game with payment insertion" (48) of the active entertainment automat;
determining if a special symbol combination in a branching block "Special symbol combination or jackpot winning value reached ?" (49) has been reached;
returning process to inserting payment in the operational block "Insert payment" (36) if it is determined that no special symbol combination in the branching block "Special symbol combination or jackpot winning value reached ?" (49) has been reached;
activating a game time in an operational block "Activating the game time" (37) of the active entertainment automat if it is determined that a special symbol combination in the branching block "Special symbol combination or

jackpot winning value reached ?" (49) has been reached;

randomly drawing all cards in the operational block "Randomly drawing all cards" (38) of the active entertainment automat;

determining if a game time has ended in the branching block "Game time ended ?" (39) at the active entertainment automat;

presenting the winning amount on a display if the game time is determined to be ended;

waiting for another insertion of payment.

43. (currently amended) The method of running a plurality of entertainment automats according to claim 42 further comprising

determining if a key is depressed in a branching block "Key depressed ?" (40) in case it was determined that the game time had not been ended;

returning process to determining if the game time is ended in a branching block "Game time ended" (39) [[(30)]] in case it is determined that no key was depressed;

randomly drawing a card not yet held in an operational block "Randomly drawing of not held card" (43) if it is determined in the branching block "Key depressed ?" (40) that the hand out key in the operational block "Hand out key" (41) was depressed;

holding a card in an operational block "Hold card" (46) if it is determined in the branching block "Key depressed ?"(40) that the hold key in the operational block "Hold key" (42) was depressed;

actualizing an intermediate state in an operational block "Actualize intermediate state" (44);

determining if a Royal Flush in a branching block "Maximum winning value" (45) has been reached;

returning process to randomly drawing all cards in the operational block "Randomly drawing all cards" (38) of the active entertainment automat in case a Royal Flush in the branching block "Maximum winning value" (45) has been reached;

returning process to determining if the game time is ended in a braching block "Game time ended" (39) [[(30)]] in case no Royal Flush in the branching block "Maximum winning value" (45) has been reached.

44. (currently amended) The method of running a plurality of entertainment automats according to claim 38 further comprising inserting payment in an operational block "Insert payment" (36) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game in an operational block "Base game with payment

insertion" (48) of the active entertainment automat;

determining if a jackpot winning value (49) has been reached;

returning process to inserting payment in an operational block "Insert payment" (36) if it is determined that no jackpot winning value in a branching block "Special symbol combination or jackpot winning value reached" (49) has been reached;

activating a game time in an operational block "Activating the game time" (37) of the active entertainment automat if it is determined that a jackpot winning value in the branching block "Special symbol combination or jackpot winning value reached" (49) has been reached;

randomly drawing all cards in an operational block "randomly drawing all cards" (38) of the active entertainment automat;

determining if a game time has ended in a branching block "game time ended ?" (39) at the active entertainment automat;

presenting the winning amount on a display if the game time is determined to be ended;

waiting for another insertion of payment.

45. (currently amended) The method of running a plurality of entertainment automats according to claim 44 further comprising

determining if a key is depressed in the branching block "Key depressed ?" (40) in case it was determined that the game time had not been ended;

returning process to determining if the game time is ended in the operational block "Game time ended" (39) [[(30)]] in case it is determined that no key was depressed;

randomly drawing a card not yet held in the operational block "Randomly drawing of not held card" (43) if it is determined in the branching block "Key depressed ?" (40) that the hand out key in the operational block "Hand out key" (41) was depressed;

holding a card in the operational block "Hold card" (46) if it is determined in the branching block "Key depressed ?" (40) that the hold key in the operational block "Hold key" (42) was depressed;

actualizing an intermediate state in the operational block "Actualize intermediate state" (44);

determining if a Royal Flush in a branching block "Maximum winning value" (45) has been reached;

returning process to randomly drawing all cards in the operational block "Randomly drawing all cards" (38) of the active entertainment automat in case a Royal Flush in the operational block "Maximum winning value" (45) has been reached;

returning process to determining if the game time is ended in the branching block "Game time ended" (39) [[(30)]] in case no Royal Flush in the branching block "Maximum winning value" (45) has been reached.

46. (currently amended) The method of running a plurality of entertainment automats according to claim 38 further comprising

starting a network in an operational block "Start of Network" (49);

inserting payment in an operational block "Insert payment" (36) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game in an operational block "Base game with payment insertion" (48) of the active entertainment automat;

determining if a jackpot amount has surpassed a jackpot release value in a branching block "jackpot amount has surpassed release amount ?" (52);

returning process to inserting payment in an operational block "Insert payment" (36) if it is determined that no jackpot amount has surpassed the jackpot release value in the branching block "Jackpot amount has surpassed release amount ?" (52);

starting the slave entertainment automat with the jackpot game in an operational block 'Jackpot game starts at all slaves" (53) if it is determined

that the jackpot amount has surpassed the jackpot release value in the branching block "Jackpot account has surpassed release amount ?" (52);

waiting till the slave entertainment automat in an operational block "Wait till all slaves are ready" (54) is ready;

activating a game time in an operational block "Activate the game time for all machines" (37) of the slave entertainment automat;

randomly drawing all cards in an operational block "randomly drawing all cards" (38) of the active entertainment automat;

determining if a game time has ended in a branching block "Game time ended" (39) at the slave entertainment automat;

collecting the individual result in operational block 'Collecting the individual results" (55) of the slave entertainment automat if the game time is determined to be ended;

distributing of the sum of the individual result in an operational block "Distribution of the sum of the individual results to slaves" (56) to the slave entertainment automat;

calculating a winning amount in an operational block "Calculating winning amounts" (57);

presenting the winning amount on a display in an operational block "Presentation of winning amount" (58);

collecting the jackpot amount in an operational block "Collecting the jackpot amount" (51).

47. (currently amended) The method of running a plurality of entertainment automats according to claim 46 further comprising determining if a key is depressed in the branching block "Key depressed ?" (40) in case it was determined that the game time had not been ended;
returning process to determining if the game time is ended in the branching block "Game time ended ?" (39) [[(30)]] in case it is determined that no key was depressed;
randomly drawing a card not yet held in the operational block "Randomly drawing of not held card" (43) if it is determined in the branching block "Key depressed ?" (40) that the hand out key in the operational block "Hand out key" (41) was depressed;
holding a card in an operational block "Hold card" (46) if it is determined in the branching block "Key depressed ?" (40) that the hold key in the operational block "Hold key" (42) was depressed;
actualizing an intermediate state in an operational block "Actualize intermediate state" (44);

determining if a Royal Flush in a branching block "Maximum winning value" (45) has been reached;

returning process to randomly drawing all cards in an operational block "Randomly drawing all cards" (38) of the active entertainment automat

in case a Royal Flush in the branching block "Maximum winning value" (45) has been reached;

returning process to determining if the game time is ended in the branching block "Game time ended ?" (39) [[(30)]] in case no Royal Flush in the branching block "Maximum winning value" (45) has been reached.

48. (currently amended) The method of running a plurality of entertainment automats according to claim 38 further comprising

starting a network in an operational block "Start of network" (49);

inserting payment in an operational block "Insert payment" (36) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game in an operational block "Base game with payment insertion" (48) of the active entertainment automat;

determining if a jackpot distribution game has been started in a branching block 'Jackpot distribution game started" (59);

returning process to inserting payment in the operational block "Insert payment" (36) if it is determined that no jackpot distribution game has been started in a branching block "Jackpot distribution game started" (59);

transmitting ready state to the master entertainment automat in an operational block "Transmit ready state to master" (60) if it is determined that no jackpot distribution game has been started (59) in a branching block "Jackpot distribution game started";

waiting for activating a game time in an operational block "Wait for activation of game time through master" (61) through the master entertainment automat;

randomly drawing all cards in an operational block "Randomly drawing all cards" (38) of the active entertainment automat;

determining if the game time has ended in the branching block "Game time ended ?" (39);

waiting for an individual result from the master entertainment automat in the operational block "Wait for sum of individual results from master" (62) if the game time is determined to be ended;

calculating a winning amount in an operational block "Calculating winning amounts" (57);

presenting the winning amount on a display in an operating block

"Presentation of winning amount" (58);

waiting for another insertion of payment.

49. (currently amended) The method of running a plurality of entertainment automats according to claim 48 further comprising determining if a key is depressed in the branching block "Key depressed" (40) in case it was determined that the game time had not been ended;

returning process to determining if the game time is ended in the branching block "Game time ended ?" (30) in case it is determined that no key was depressed;

randomly drawing a card not yet held in the operational block "Randomly drawing of not held card" (43) if it is determined in the branching block "Key depressed ?" (40) that the hand out key in the operational block "Hand out key" (41) was depressed;

holding a card in the operational block "Hold card" (46) if it is determined in the branching block "Key depressed ?" (40) that the hold key in the operational block "Hold key" (42) was depressed;

actualizing an intermediate state in the operational block "Actualize intermediate state" (44);

determining if a Royal Flush in the branching block ""Maximum winning

value" (45) has been reached;

returning process to randomly drawing all cards in the operational block "Randomly drawing all cards" (38) of the active entertainment automat in case a Royal Flush in the branching block "Maximum winning value" (45) has been reached;

returning process to determining if the game time is ended in the branching block 'Game time ended ? (39)" [[(30)]] in case no Royal Flush in a branching block "Maximum winning value" (45) has been reached.

50. (currently amended) The method of running a plurality of entertainment automats according to claim 38 further comprising

starting a network in an operational block "Start of network" (49);

inserting payment in an operational block "Insert payment" (36) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game in an operational block "Base game with payment insertion" (48) of the active entertainment automat;

determining if a jackpot amount has surpassed a jackpot release value in a branching block "Jackpot amount has surpassed release amount" (52);

returning process to inserting payment in an operational block "Insert payment" (36) if it is determined that no jackpot amount has surpassed the

jackpot release value in the branching block "Jackpot amount has surpassed release amount" (52);

determining if a predetermined number (x) of games have been performed if it is determined that the jackpot amount has surpassed the jackpot release value in a branching block "Jackpot amount has surpassed release amount" (52);

presenting the winning amount on a display in an operational block "Presentation of winning amount" (58) if it is determined that a predetermined number (x) of games have been performed;

collecting the jackpot amount in an operational block "Collecting the jackpot amount" (51).

51. (currently amended) The method of running a plurality of entertainment automats according to claim 50 further comprising

starting the slave entertainment automat with the jackpot game in an operational block "Jackpot game starts at all slaves" (63) if it is determined that a predetermined number (x) of games have been performed;

waiting till the slave entertainment automat in an operational block "Wait till all slaves are ready" (64) is ready;

activating a game time in an operational block "Activate the game time for

all machines" (65) of the slave entertainment automat;

randomly drawing all cards in an operational block "Randomly drawing all cards" (66) of the active entertainment automat;

determining if a key is depressed in the branching block "Key depressed ?" (40);

returning process to determining if the key is depressed in the branching block "Key depressed ?" (40) in case it is determined that no key was depressed;

holding a card in the operational block "Hold card" (46) if it is determined in the branching block "Key depressed ?" (40) that the hold key in the operational block "Hold key" (42) was depressed;

returning process to determining if the key is depressed (40);

randomly drawing a card not yet held in the operational block "Randomly drawing of not held card" (43) if it is determined in the branching block "Key depressed ?" (40) that the hand out key in the operational block "Key depressed ?" (41) was depressed;

waiting until the slave entertainment automat is ready in the operational block "Wait till all slaves are ready" (67);

collecting the individual result in an operational block "Collecting the individual results" (68);

distributing the sum of the individual result to the slave entertainment automat in an operational block "Distribution of the sum of the individual results to slaves" (69);

calculating a winning amount in an operational block "Calculating winning amounts" (70);

returning process to determining if a predetermined number (x) of games have been performed in a branching block "X-times played" (71).

52. (currently amended) The method of running a plurality of entertainment automats according to claim 38 further comprising

starting a network in an operational block "Start of network" (49);

inserting payment in an operational block "Base game with payment insertion" (50) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game in the operational block "Base game with payment insertion" (50) [[(48)]] of the active entertainment automat;

determining if a jackpot amount has surpassed a jackpot release value in a branching block "Has jackpot amount surpassed release amount ?" (52);

returning process to inserting payment in the operational block "Base game

with payment insertion" (50) if it is determined that no jackpot amount has surpassed the jackpot release value in the branching block "Has jackpot amount surpassed release amount ?" (52);

determining if a predetermined number (x) of games have been performed if it is determined that the jackpot amount has surpassed the jackpot release value in the branching block "Has jackpot amount surpassed release amount ?" (52);

presenting the winning amount on a display in an operating block "Presentation of winning amount" (58) if it is determined that a predetermined number (x) of games have been performed;

waiting for another insertion of payment.

53. (currently amended) The method of running a plurality of entertainment automats according to claim 52 further comprising

activating a game time in an operational block "Activate the game time for all machines" (65) by the master entertainment automat if it is determined that a predetermined number (x) of games have been performed;

randomly drawing all cards in an operational block "Randomly drawing all cards" (66) of the active entertainment automat;

determining if a key is depressed in the branching block "Key depressed ?"

(40);

returning process to determining if the key is depressed in the branching block "Key depressed ?" (40) in case it is determined that no key was depressed;

holding a card in an operational block "Hold card" (46) if it is determined in the branching block "Key depressed ?" (40) that the hold key in an operational block "Hold key" (42) was depressed;

returning process to determining if the key is depressed in the branching block "Key depressed ?" (40);

randomly drawing a card not yet held in an operational "Randomly drawing of not held card" (43) if it is determined in the branching block "Key depressed ?" (40) that the hand out key in an operational block "Hand out key" (41) was depressed;

sending an individual result in an operational block "Collecting the individual results" (68) from the slave entertainment automat to the master entertainment automat;

calculating a winning amount in an operational block "Calculating winning amounts" (70);

returning process to determining if a predetermined number (x) of games have been performed in a branching block "X-times played" (71).

54. (canceled)

55. (canceled)

56. (canceled)

57. (cancelled)

58. (cancelled)

59. (cancelled)

60. (cancelled)

61. (cancelled)

62. (cancelled)

63. (cancelled)

64. (cancelled)

65. (cancelled)

66. (cancelled)

67. (cancelled)

68. (cancelled)

69. (cancelled)

70. (cancelled)

71. (cancelled)

72. (cancelled)

73. (cancelled)

74. (cancelled)

75. (cancelled)

76. (cancelled)

77. (currently amended) The method according to claim 9, further comprising

activating the entertainment automat (1) in case of a credit balance state exhibiting a game stake monitored by an operational block "Insert payment" (36).

monitoring a total playing time by an operational block "Activating the game time" (37);

randomly determining winning symbols during a complete game time by the control unit (7);

illustrating and displaying the winning symbols with the symbol display device (2) in an operational block "Randomly drawing all cards" (38);

activating a branching block "~~residual game~~ Game time ended" (39) for determining the remaining residual game time by the operational block "Randomly drawing all cards" (38);

determining in a branching block ~~"operational element actuated"~~ "Key depressed" (40) in case of a presence of remaining residual game time, if the

operational element (3) furnished on the front side of the entertainment automat (1) has been actuated;

returning to the branching block "~~residual game~~ Game time ended" (39) in case of no operating element (3) actuation.

78. (currently amended) The method according to claim 77, further comprising

determining which operational element (3) was actuated in case of an actuation of an operational element associated with entry block (41, 42) ;

presenting five card symbols disposed next to each other with the symbol display device (2) in case of actuation of an operational element (3) according to the entry block (41);

furnishing a symbol storage comprising 20 card symbols, namely ten, Jack, Queen, King, and ace in each case in all four colors;

drawing by new cards determined randomly from the card storage in the operational block "Randomly drawing of not held card" (43) for cards not held;

determining a winning value of the symbol combination displayed in an operational block "Actualize intermediate state" (44);

checking in the branching block "maximum winning value" (45), if the maximum winning value is displayed with the symbol display device (2);

performing a return from the branching block "maximum winning value" (45) to the operational block "Randomly drawing all cards" (38) in case of a non-reaching of the maximum winning value;

randomly determining new winning symbols in the operational block "Randomly drawing all cards" (38);

displaying the new winning symbols with the symbol display device (2);

holding the new winning symbols displayed with the symbol display device (2) in the following by actuation of the operational element (3) of operational block "Hold key" (42), and operational block "Hold card" (46) upon remaining of a residual game time; or

throwing out all cards held so far by actuation of [[the]] an entry block "Hand out key" (41).

79. (currently amended) The method according to claim 78, further comprising

performing a return from the branching block "maximum winning value" (45) to the branching block "~~residual game~~ Game time ended ?" (39) by

checking if the game time has ended;

determining the actualized winning value in an operational block "Presentation of winning amount" (47) in case of an ended game time;

displaying the actualized winning value with a coordinated display means (21);

performing a return from the operational block "Presentation of winning amount" (47) to the operational block "Insert payment" (36) by checking, if a further credit balance state for basing a further game stake is present.

80. (currently amended) The method according to claim 9, further comprising

playing a base game;

conditionally playing a supplemental game;

determining randomly symbol combinations in case of a credit balance state exhibiting a game stake in the credit balance counter of the entertainment automat (1);

displaying the determined symbol combinations with the symbol display device (2);

performing a switch over from the base game associated with operational

block "Base game with payment insertion" (48) into a special game or supplemental game by the control unit (7), if a predetermined winning value is coordinated to the symbol combination displayed by the symbol display device (2) or if a particular symbol combination is displayed with the symbol display device (2);

determining if a preset jackpot winning value has been reached or surpassed for a predetermined symbol combination in a branching block "Special symbol combination or jackpot winning value reached ?" (49).

81. (currently amended) The method according to claim 80, further comprising

monitoring the total game time by the operational block "Activating the game time" (37);

randomly determining the winning symbols by the control unit (7) during the total game time;

displaying the winning symbols with the symbol display device (2) of operational block "Randomly drawing all cards" (38);

activating a branching block "game time ended ?" (39) for determining the remaining residual game time by the operational block "Randomly drawing all cards" (38);

in case of a presence of remaining residual game time, checking with the branching block "[[key]] Key depressed ?" (40) if an operational element [[3]] (3) present on the front side of the entertainment automat (1) has been actuated;

performing a return to the branching block "game time ended ?" (39) in case of no actuation of the operational element.

82. (currently amended) The method according to claim 81, further comprising

checking in case of an actuation of the operational element associated with entry block "Hand out key" or "Hold key" (41, 42), which specific one operational element (3) was actuated;

displaying five next to each other disposed card symbols with the symbol display device (2) upon actuation of an operational element (3) according to the entry block "Hand out key" (41), wherein the symbol storage comprises 20 card symbols, namely ten, Jack, Queen, King, and ace in each case in all four colors;

drawing new cards randomly determined from the card storage in an operational block "Randomly drawing of not held card" (43) for cards not

held;

determining and displaying the winning value of the symbol combination in an operational block "Actualize intermediate state" (44);

checking in a branching block "maximum winning value" (45), if the maximum winning value is displayed with the symbol display device (2);

performing a return from the branching block "maximum winning value" (45) to the branching block "[[game]] Game time ended ?" (39), wherein the game time is checked as previously recited in the branching block "[[game]] Game time ended ?" (39);

holding winning symbols displayed with the symbol display device (2) in operational block "Hold key" (42), operational block "Hold card" (46) by actuating of the operational element (3) upon remaining of a residual game time, or throwing out all up to now held cards by actuating the entry block "Hand out key" (41) upon remaining of a residual game time.

83. (currently amended) The method according to claim 82, further comprising

performing a return from the branching block "maximum winning value" (45) to the branching block "[[game]] Game time ended ?" (39) by checking if the game time has ended;

determining an actualized winning value in the operational block "Presentation of winning amount" (47) in case of an ended game time;

displaying the actualized winning value with a coordinated display means (21) [[921)]];

performing a return from the operational block "Presentation of winning amount" (47) to the operational block "Insert payment" (36) by checking if a further credit balance state sufficient for a game stake is present.

84. (currently amended) The method according to claim 38, further comprising

actuating a power switch of each entertainment automat (1);

initiating a network of entertainment automats associated with the operational block "Start of network" (49);

assuming of a master function by one of the entertainment automats (1);

switching remaining entertainment automats (1) present in the network to a slave function;

coordinating of the entertainment automats (1) present in the network with respect to a collection of data through a counter state of a jackpot amount according to the master function;

releasing of a common special game, which takes place at all entertainment automats (1) present in the network at the same time;

randomly determining a symbol combination in the operational block "Base game with payment insertion" (50) in case of a sufficient credit balance state;

displaying the symbol combination in a symbol display device (2);

transferring. an adjustable shared part amount of the game stake of each base game to a common jackpot counter associated with an operational block "Collecting the jackpot amount" (51);

checking. a counter state of the common jackpot counter in the operational block "Collecting the jackpot amount" (51) following to a determination of the winning value in the base game;

sending a control signal from the master entertainment automat (1) associated with operational block "Jackpot game starts at all slaves" (53) to all other entertainment automats (1) present in the network if a predetermined jackpot counter state is reached or surpassed;

switching the slave entertainment automats (1) to a special game based on a control signal after termination of the base game;

monitoring in the operational block 'Wait till all slaves are ready" (54), if an okay signal was returned by all slave entertainment automats (1);

starting a special game at the same time in all participating coin actuated entertainment automat (1).

85. (currently amended) The method according to claim 84, further comprising

activating the entertainment automat (1) is activated in case of a credit balance state exhibiting a game stake;

monitoring a total game time by the operational block "Activate the game time for all machines" (37);

randomly determining winning symbols by the control unit (7);

displaying winning symbols with operational block "Randomly drawing all cards" (38) and a symbol display device (2) within a total game time;

activating a branching block "[[game]] Game time ended ?" (39)

determining the remaining residual game time by the operational block "Randomly drawing all cards" (38);

checking in a branching block "[[key]] Key depressed ?" (40), if an operational element (3) disposed on the front side of the entertainment automat (1) was actuated in case of a presence of a remaining residual game time;

performing a return to the branching block "[[game]] Game time ended ?" (39) if no operational element actuation took place in case of a presence of a remaining residual game time..

86. (currently amended) The method according to claim 85, further comprising

checking which operational element (3) was actuated in case of actuation of the operational element of entry block "Hand out key" or "Hold key" (41, 42) ;

displaying five next to each other disposed card symbols with the symbol display device (2) in case of actuation of an operational element 3 according to entry block "Hand out key" (41), wherein the symbol storage comprises 20 card symbols, namely ten, Jack, Queen, King, and ace in each case in all four colors;

redrawing cards not held by new cards randomly determined from the card storage in the operational block "Randomly drawing of not held card" (43);

determining a game result of the symbol combination;

displaying a game result of the symbol combination in the operational block "Actualize intermediate state" (44);

determining in the branching block "maximum winning value" (45), if the maximum winning value is displayed with the symbol display device (2);

performing a return from the branching block "maximum winning value" (45) to the branching block "[[game]] Game time ended ?" (39) in case of a non-reaching of the maximum winning value, wherein the game time is checked in the branching block "[[game]] Game time ended ?" (39).

87. (currently amended) The method according to claim 86, further comprising

performing a return from the branching block "maximum winning value" (45) to the operational block "Randomly drawing all cards" (38);

randomly determining new winning symbols in the operational block "Randomly drawing all cards" (38); displaying the new winning symbols with the symbol display device (2);

holding winning symbols displayed with the symbol display device (2) in operational block "Hold key" (42) and in operational block "Hold card" (46) in the following by actuating the operational element (34); or

throwing out all up to now held cards by actuating the entry block "Hand out key" (41);

performing a return from the branching block "maximum winning value" (45) to the branching block "[[game]] Game time ended" (39);

checking in the branching block "[[game]] Game time ended" (39), if the game time has ended.

88. (currently amended) The method according to claim 87, further comprising

scanning individual results of the slave entertainment automat (1) by an operational block "Collecting the individual results" (55) by the entertainment automat (1) turned master [[In]] in case of an ended game time;

accumulating incoming game results by the master entertainment automat (1); communicating the incoming game results to the slave entertainment

automats (1) in operational block "Distribution of the sum of the individual results to slaves" (56).;

determining a winning value in an operational block "Calculating winning amounts" (57);

displaying the determined winning value in operational block "Presentation of winning amount" (58) with the coordinated display means (21) of the respective entertainment automat (1);

performing a return from an operational block "Presentation of winning amount" (58) displaying the winning value to an operational block "Base game with payment insertion" (50) checking the game stake.

89. (currently amended) The method according to claim 38, further comprising

actuating a power switch of each of the entertainment automats (1);

initiating a network with operational block "Start of network" (49);

assuming a master function by one of the entertainment automats (1);

switching other entertainment automats 1 contained in the network to slave function; wherein the slave function comprises essentially that predetermined data are transmitted continuously to the master after request;

randomly determining a symbol combination in the operational block "Base game with payment insertion" (50) [[50]] in case of a sufficient credit balance state;

displaying the symbol combination with the symbol display device (2) [[92)]];

transmitting an adjustable share part of the stake of each base game to a common jackpot counter.

90. (currently amended) The method according to claim 89, further comprising

determining a winning value in a base game;

checking in a branching block "jackpot game distribution started" (59), if an instruction is present from the master entertainment automat to start thereupon a special game;

confirming a receipt of the instruction of a start of the special game to the master automatic entertainment automat in operational block "Transmit ready state to master" (60).

91. (currently amended) The method according to claim 90, further comprising

activating the entertainment automat (1) in case of a credit balance state exhibiting at least a game stake;

checking by an operational block "Wait for activation of game time through master" (61), if the master signal for the special games is present;

randomly determining winning symbols by the control unit (7) during the complete game time;

displaying the winning symbols in an operational block "Randomly drawing all cards" (38) with the symbol display device (2);

~~Activating~~ activating a branching block "[[game]] Game time ended" (39) for determining the remaining residual game time by the operational block "Randomly drawing all cards" (38);

checking in a branching block "Key depressed ?" (40), if an operational element (3) furnished on the front side of the entertainment automat (1) was actuated in case of a presence of a remaining residual game time;

performing a return to the branching block "[[game]] Game time ended" (39) in case no actuation of an operational element took place.

92. (currently amended) The method according to claim 91, further comprising

checking, which operational element (3) was actuated in case of an actuation of an operational element in entry block "Hand out key" or "Hold key" (41, 42);

displaying five next to each other disposed card symbols on the symbol display device (2) upon actuation of an operational element (3) according to the entry block "Hand out key" (41), wherein the symbol storage comprises 20 card symbols, namely ten, Jack, Queen, King, and ace in each case in all four colors;

redrawing new cards randomly determined from the card storage for cards not held in an operational block "Randomly drawing of not held card" (43);

determining a game result of the displayed symbol combinations in an operational block "Actualize intermediate state" (44);

displaying the game result of the displayed symbol combinations in the operational block "Actualize intermediate state" (44);

determining in the branching block "maximum winning value" (45), if the maximum winning value is displayed with the symbol display device (2);

performing a return from the branching block "maximum winning value" (45) to the branching block "game time ended" (39);

checking a game time in the branching block "game time ended" (39);

performing a return from the branching block "maximum winning value" (45) to the operational block "Randomly drawing all cards" (38) upon reaching of the maximum winning value;

randomly determining new winning symbols in the operational block "Randomly drawing all cards" (38);

displaying the new winning symbols with the symbol display device (2);

holding winning symbols displayed with the symbol display device (2) associated with an operational block "Hold key" (42) and with an operational block "Hold card" (46) in the following by actuating the operational element (3) in case of a remaining of residual game time; or

throwing out all up to now held cards by actuating the entry block "Hand out key" (41) in case of a remaining of residual game time;

performing a return from the branching block "maximum winning value" (45) to the branching block "game time ended" (39) by checking if the game time has ended;

performing a return from the operational block "Presentation of winning amount" (47) to the operational block "Insert payment" (36) by checking if a further credit balance state sufficient for a game stake is present.

93. (currently amended) The method according to claim 38, further comprising

scanning individual game results of slave entertainment automats (1) by the entertainment automat (1) made master;

accumulating incoming game results by the master;

communicating the incoming game results to the slaves by the master according to an operational block "Wait for sum of individual results from master" (62);

determining a winning value in the operational block "Calculating winning amounts" (57);

coordinating the winning value to the winning symbol combination coordinated to the respective entertainment automat (1);

displaying a determined winning value with the coordinated display means (21) of the respective entertainment automat (1) associated with an operational block "Presentation of winning amout" (58);

performing a return from the operational block "Presentation of winning amount" (58) displaying the winning value to the operational block "Base game with payment insertion" (50) checking the game stake.

94. (currently amended) The method according to claim 38, further comprising

subdividing a jackpot winning amount in equal or unequal amounts, wherein the equal or unequal amounts are played out in a special game or, respectively, the supplemental game;

displaying symbols of a poker hand with a symbol game device;

presenting a starting symbol combination;

displaying randomly the starting symbol combination;

improving the starting symbol combination by redrawing;

feeding an amount available for playing out to that game apparatus, which game apparatus has achieved a highest winning value according to a winning plan in a respective play out;

making an automatic determination which entertainment automat (1) in the network assumes a master function upon initiation of the entertainment automats (1);

making an automatic determination which entertainment automat (1) in the network assumes a slave function upon initiation of the entertainment automats (1);

communicating to a respective communications board (20) associated with an individual address number, wherein the individual address number is set once through a rotary switch;

performing an automatic recognition, which entertainment automat (1) assumes the master function or slave function;

waiting by the entertainment automats (1) for a time period of three seconds plus 50 milliseconds (times individual address number) for a recognition signal of the master after switching on;

non-appearing of a recognition signal since at this point in time no entertainment automat has yet assumed the master functions;

sending a master function assumption signal after further two seconds in this case by the communication board (20);

sending out the master function assumption signal by the entertainment automat (1) with the lowest address number first;

assuming of the master function associated with operational block "Start of network" (49) by the entertainment automat (1) with the lowest address number according to the above recited time calculation.

95. (currently amended) The method according to claim 94, further comprising

checking by the entertainment automat (1) if a credit balance amount permitting a game stake is present;

starting a base game in an operational block "Base game with payment insertion" (50);

collecting a jackpot amount in parallel in the operational block "Collecting the jackpot amount" (51) of the master;

continuously checking the jackpot state by the master in a branching block "jackpot amount surpassed" (52);

sending a recognition sequence in an operational block "Jackpot game starts at all slaves" (63) by the master entertainment automat (1) to the displayed entertainment automats (1) if the jackpot amount reaches a predetermined limiting value;

communicating from the master to the slaves how many times special games or, respectively, supplemental games have to be started;

starting a supplemental game in an operational block "Activate the game time for all machines" (65) at the same time at all entertainment automats (1) if the master has received the return message in an operational block

"Wait till all slaves are ready" (64) of all further slave entertainment automats (1);

randomly determining from a symbol storage of a poker hand, which symbols are displayed in an operational block "Randomly drawing all cards" (66);

checking in branching block "[[key]] Key depressed ?"(40), if an operational element [[3]] (3) was actuated;

checking, if an operational element [[3]] (3) was actuated in case of an operational element actuation in an entry block "Hand out key" or "Hold key" (41, 42);

displaying card symbols with the symbol display device (2) in case of actuation of an operational element (3) according to the entry block "Hand out key" (41);

redrawing cards not held by randomly determining new cards from the card storage in an operational block "Randomly drawing of not held card" (43).

96. (currently amended) The method according to claim 95, further comprising

actuating the hand out key (3) associated with entry block "Hand out key" (41);

replacing the cards not held or winning symbols not held by randomly determined new winning symbols;

synchronizing a start of a new game with the entertainment automats (1) in an operational block "Wait till all slaves are ready" (67);

feeding individual game results of each entertainment automat (1) to the master entertainment automat (1) associated with an operational block "Presentation of winning amount" (58);

collecting and accumulating individual game results in the master entertainment automat (1);

communicating obtained game results from the master entertainment automat (1) to slave entertainment automats in an operational block "Distribution of the sum of the individual results to slaves" (69);

communicating a winning value coordinated to each obtained symbol combination to the master entertainment automat (1);

determining a winning value coordinated to the obtained symbol combination by each slave in an operational block "Calculating winning amounts" (70);

displaying the winning value with display means disposed on a side of the entertainment automat (1);

performing a return from the operational block "Calculating winning amounts" 70 and the branching block "[[x]] X-times played" (71) by checking, if a predetermined number of games has been performed;

activating a winning value display in the operational block "Presentation of winning amount" (58) by the branching block "X-times played" (71);

performing a return from the winning value display in the operational block "Presentation of winning amount" (58) to the entry operational block "Base game with payment insertion" (50) for determining a game entitling credit balance.

97. (currently amended) The method according to claim 38, further comprising

initiating the network of automatic entertainment automats (1)

performing an automatic determination of a master entertainment automat (1) performing a master function and of slave entertainment automats (1) performing a slave function;

communicating to a respective communications board (20), wherein each communications board (20) has associated an individual address number, and wherein the individual address number is set once by a rotary switch;

switching on of each one of the entertainment automats (1);

waiting with the entertainment automats (1) for a time period of three seconds plus 50 milliseconds (times individual address number) for a recognition signal of the master;

non appearing of a recognition signal since at this point in time no entertainment automat (1) has assumed the master function;

sending a master function assumption signal after further two seconds by the communications board (20);

sending out this signal first by the entertainment automat (1) with the lowest address number ;

assuming of the master function in an operational block "Start of network" (49) by the entertainment automat (1) with the lowest address number;

assuming the slave function by all remaining entertainment automats (1) according to the above recited time calculation;

checking by the entertainment automat (1) if a credit balance amount permitting a game stake is present;

starting the base game in an operational block "Base game with payment insertion" (50);

checking continuously by the slave entertainment automat (1) in a branching block "jackpot release" (52), if the master has communicated that the jackpot was released;

communicating from the master entertainment automat (1) to the slave entertainment automats (1) how many times the special games or, respectively, supplemental games have to be started.;

starting a supplemental game in an operational block "Activate the game time for all machines" (65) at the same time at all remaining entertainment automats (1) if a confirmation message of all remaining slave entertainment automats (1) is present at the master;

randomly determining from a symbol storage of a poker hand, which symbols are to be displayed in an operational block "Randomly drawing all cards" (66);

checking in a branching block "key depressed" (40), if an operational element (3) was actuated;

checking, which operational element (3) was actuated, in case of an actuation of an operational element in an entry block "Hand out key" or "Hold key" (41, 42);

displaying card symbols with the symbol display device (2) upon actuation of an operational element (3) according to the entry block "Hand out key" (41);

redrawing cards not held by new cards randomly determined from the card storage in the operational block "Randomly drawing of not held card" (43).

98. (currently amended) The method according to claim 97, further comprising

replacing cards not held or winning symbols not held by winning symbols randomly determined upon actuation of the hand out key associated with entry block "Hand out key" (41);

synchronizing the start of a new game with the remaining entertainment automats (1) in an operational block "Wait till all slaves are ready" (67);

feeding individual game results of each entertainment automat (1) to the master entertainment automat along an operational block "Presentation of winning amount" (58);

collecting and accumulating individual game results by the master entertainment automat (1);

communicating the individual game results from the master entertainment automat (1) to the slave entertainment automats (1);

determining a winning value associated with the obtained symbol combination by each slave entertainment automat along operational block "Calculating winning amounts" (70);

displaying the winning value with display means disposed on the side of the entertainment automat;

performing a return from the operational block "Calculating winning amounts" (70) to branching block "X-times played" (71) by checking, if the predetermined number of games has been performed;

activating a winning value display in the operational block "Presentation of winning amount" (58) by the branching block "X-times played" (71);

performing a return from the winning value display in the operational block "Presentation of winning amount" (58) to the entry operational block "Base game with payment insertion" (50) for determining a presence of a credit balance entitling to a game.

99. (currently amended) A method for operating an entertainment automat system comprising

displaying symbol cards on a symbol card display device, wherein a displayed symbol card combination comprises a plurality of symbol cards;

activating a game time on an entertainment automat;

randomly drawing the plurality of symbol cards in an operational block "Randomly drawing all cards" (38);

connecting process from the operational block "Randomly drawing all cards" (38) to a branching block "[[game]] Game time ended ?" (39);

presenting a winning amount in case a game time had ended;

connecting process from the branching block "[[game]] Game time ended ?" (39) to a branching block "Key depressed ?" (40) in case the game time had not ended;

determining in the branching block "Key depressed ?" (40) if an operational element (3) was actuated;

returning process to in front of the branching block "Game time ended" (39) in case no operational element (3) was actuated;

determining in an operational block "Hold key " (42), if the operational element (3) actuated relates to holding a symbol card;

holding a designated symbol card in the operational block "Hold card" (46) in case the operational block "[[hold]] Hold key" (42) correspondingly directs;

determining in an operational block "Hand out key " (41), if the operational element (3) actuated relates to handing out a symbol card;

handing out a random symbol card in the operational block "Randomly drawing of not held card" (43) in case the operational block "Hand out key" (41) [[(42)]] correspondingly directs;

determining and displaying a winning value of the combination of symbol cards after the handing out of the random symbol card in [[the]] an operational block "Actualize intermediate state" (44) connected to the operational block "Hold card" (46) and to the operational block "Randomly drawing of not held card" (43);

checking in [[the]] a branching block "Royal Flush reached" (45) connected to the operational block "Actualize intermediate state" (44) if the winning value of the combination of symbol cards is a maximum winning value;

returning process from the branching block "Royal Flush reached" (45) to in front of the operational block "Randomly drawing all cards" (38) in case the winning value is equal to the maximum winning value;

returning process from the branching block "Royal Flush reached" (45) to in front of the branching block "game time ended" (39) in case the winning value is not equal to the maximum winning value.

100. (currently amended) The method according to claim 99 further comprising

connecting the entertainment automat to a network of entertainment automats;

starting the network of entertainment automats (1) in operational block "Start of network" (49) ~~of entertainment automats~~;

inserting payment in operational block "Insert payment" (36) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game in the operational block "Base game with payment insertion" (48) of the active entertainment automat;

determining in a branching block "Jackpot distribution game started ?" (59) if a jackpot distribution game has been started [[(59)]];

returning process to inserting payment in an operational block "Insert payment" (36) if it is determined that no jackpot distribution game has been started in the branching block "Jackpot distribution game started ?" (59);

transmitting ready state to a master entertainment automat in an operational block "Transmit ready state to master" (60) if it is determined that no jackpot distribution game has been started in a branching block "Jackpot distribution game started ?" (59);

waiting for activating a game time in an operational block "Wait for activation of game time through master" (61) through the master entertainment automat,

101. (previously presented) A method for operating an entertainment automat system comprising

starting a network of entertainment automats;

displaying symbol cards on a symbol card display device, wherein a displayed symbol card combination comprises a plurality of symbol cards;

continuously checking a jackpot state by a master entertainment automat;

determining if the jackpot amount has surpassed a release amount in a branching block "Jackpot amount has surpassed release amount" (52);

returning process from the branching block "Jackpot amount has surpassed release amount" (52) to starting the network in case the jackpot amount does not surpass the release amount;

connecting from the branching block "Jackpot amount has surpassed release amount" (52) to a branching block "X-times played" (71);

checking in branching block "X-times played" (71), if a predetermined number of games has been performed;

connecting from branching block "X-times played" (71) to an operational block "Presentation of winning amount" (58) in case the predetermined number of games had been performed;

connecting from branching block "X-times played" (71) to an operational block "Activation of a game time" (65) in case the predetermined number of games has not been performed;

connecting from the operational block "Activation of a game time" (65) to an operational block "Randomly drawing all cards" (38);

randomly drawing the plurality of symbol cards in the operational block "Randomly drawing all cards" (38);

connecting process from the operational block "Randomly drawing all cards" (38) to a branching block "Key depressed" (40);

determining in the branching block "Key depressed" (40) if an operational element (3) was actuated;

returning process to in front of the branching block "Key depressed" (40) in case no operational element (3) was actuated;

determining in an operational block "Hold key " (42), if the operational element (3) actuated relates to holding a symbol card;

holding a designated symbol card in the operational block "Hold card" (46) in case the operational block "hold key" (42) correspondingly directs;

connecting process from the operational block "Hold card" to in front of the branching block "X-times played" (71);

determining in an operational block "Hand out key " (41), if the operational element (3) actuated relates to handing out a symbol card;

handing out a random symbol card in the operational block "Randomly drawing of not held card" (43) in case the operational block "Hand out key" (42) correspondingly directs;

determining and displaying a winning value of the combination of symbol cards after the handing out of the random symbol card in the operational block "Calculating winning amounts" (70) connected to the operational block "Randomly drawing of not held card" (43);

connecting process from the operational block "Calculating winning amounts " (70) to in front of the branching block "X-times played" (71) for closing a cycle.

102. (currently amended) The method according to claim 101 further comprising

connecting the entertainment automat to a network of entertainment automats;

starting the network [[(49)]] of entertainment automats in operational block "Start of network" (49);

inserting payment in operational block "Base game with payment insertion" (50) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game in the operational block "Base game with payment insertion" (50) of the active entertainment automat;

determining if a jackpot distribution game has been started;

returning process to inserting payment in the operational block "Base game with payment insertion" (50) if it is determined that no jackpot distribution game has been started in branching block "jackpot amount has surpassed release amount ?" (52);

transmitting ready state to a master entertainment automat if it is determined that no jackpot distribution game has been started in branching block "Jackpot amount has surpassed release amount" (52);

waiting for activating a game time in operational block "Activate the game time for all machines" (65) through the master entertainment automat.

103. (new) The method according to claim 99 further comprising starting a network of entertainment automats in an operational block "Start

of Network" (49);

activating a base game by inserting payment in an operational block "Base game with payment insertion" (50) into one of the entertainment automats for obtaining an active entertainment automat;

collecting a jackpot amount in the operational block "Collecting the jackpot amount" (51);

determining if a jackpot amount has surpassed a jackpot release value in a branching block "jackpot amount has surpassed release amount ?" (52);

returning process to inserting payment in an operational block "Insert payment" (36) if it is determined that no jackpot amount has surpassed the jackpot release value in the branching block "Jackpot amount has surpassed release amount ?" (52);

starting the slave entertainment automat with the jackpot game in an operational block 'Jackpot game starts at all slaves" (53) if it is determined that the jackpot amount has surpassed the jackpot release value in the branching block "Jackpot account has surpassed release amount ?" (52);

waiting till the slave entertainment automats in an operational block "Wait till all slaves are ready" (54) are ready;

activating a game time in an operational block "Activate the game time for all machines" (37) of the slave entertainment automat;

randomly drawing all cards in an operational block "randomly drawing all cards" (38) of the active entertainment automat;

determining if a game time has ended in a branching block "Game time ended" (39) at the slave entertainment automat;

connecting process if the game time has ended from the branching block "Game time ended ?" (39) to an operational block "Collecting the individual results" (55);

collecting the individual results in operational block 'Collecting the individual results" (55) of the slave entertainment automat if the game time is determined to be ended;

distributing of the sum of the individual result in an operational block "Distribution of the sum of the individual results to slaves" (56) to the slave entertainment automats;

calculating a winning amount in an operational block "Calculating winning amounts" (57);

presenting the winning amount on a display in an operational block "Presentation of winning amount" (58);

collecting the jackpot amount in an operational block "Collecting the jackpot amount" (51).

104.(new) A method for operating an entertainment automat system comprising

starting a network of entertainment automats in an operational block "Start of Network" (49);

activating a base game by inserting payment in an operational block "Base game with payment insertion" (50) into one of the entertainment automats for obtaining an active entertainment automat;

wherein the operational block "Base game with payment insertion" (50) is connected to the operational block "Start of Network" (49);

collecting a jackpot amount in the operational block "Collecting the jackpot amount" (51);

wherein the operational block "Collecting the jackpot amount" (51) is connected to the operational block "Start of Network" (49);

determining if a jackpot amount has surpassed a jackpot release value in a branching block "Jackpot amount has surpassed release amount ?" (52);

wherein the branching block "Jackpot amount has surpassed release amount ?" (52) is connected to the operational block "Base game with payment insertion" (50) and to the operational block "Collecting the jackpot amount" (51);

returning process to inserting payment in an operational block "Insert payment" (36) if it is determined that no jackpot amount has surpassed the jackpot release value in the branching block "Jackpot amount has surpassed release amount ?" (52);

starting the slave entertainment automat with the jackpot game in an operational block 'Jackpot game starts at all slaves" (53) if it is determined that the jackpot amount has surpassed the jackpot release value in the branching block "Jackpot account has surpassed release amount ?" (52);

wherein the operational block 'Jackpot game starts at all slaves" (53) is connected to the branching block "Jackpot account has surpassed release amount ?" (52);

waiting till the slave entertainment automats in an operational block "Wait till all slaves are ready" (54) are ready;

wherein the operational block "Wait till all slaves are ready" (54) is connected to the operational block 'Jackpot game starts at all slaves" (53);

activating a game time in an operational block "Activate the game time for all machines" (37) of the slave entertainment automat;

wherein the operational block "Activate the game time for all machines"

(37) is connected to the operational block "Wait till all slaves are ready" (54);

randomly drawing all cards in an operational block "randomly drawing all cards" (38) of the active entertainment automat;

wherein the operational block "Randomly drawing all cards" (38) is connected to the operational block "Activate the game time for all machines" (37);

determining if a game time has ended in a branching block "Game time ended" (39) at the slave entertainment automat;

wherein the branching block "Game time ended" (39) is connected to the operational block "Randomly drawing all cards" (38);

displaying symbol cards on a symbol card display device, wherein a displayed symbol card combination comprises a plurality of symbol cards;

activating a game time on an entertainment automat;

connecting process from the operational block "Randomly drawing all cards" (38) to a branching block " Game time ended ?" (39);

presenting a winning amount in case a game time had ended;

connecting process from the branching block "Game time ended ?" (39) to a branching block "Key depressed ?" (40) in case the game time had not ended;

wherein the branching block "Key depressed ?" (40) is connected to the branching block "Game time ended" (39);

determining in the branching block "Key depressed ?" (40) if an operational element (3) was actuated;

returning process to in front of the branching block "Game time ended" (39) in case no operational element (3) was actuated;

determining in an operational block "Hold key " (42), if the operational element (3) actuated relates to holding a symbol card;

wherein the operational block "Hold key " (42) is connected to the branching block "Key depressed ?" (40);

holding a designated symbol card in an operational block "Hold card" (46) in case the operational block "hold key" (42) correspondingly directs;

wherein the operational block "Hold card" (46) is connected to the operational block "Hold key" (42);

determining in an operational block "Hand out key " (41), if the operational element (3) actuated relates to handing out a symbol card;

wherein the operational block "Hand out key " (41) is connected to the branching block "Key depressed ?" (40);

handing out a random symbol card in the operational block "Randomly drawing of not held card" (43) in case the operational block "Hand out key" (41) correspondingly directs;

wherein the operational block "Randomly drawing of not held card" (43) is connected to the operational block "Hand out key" (41);

determining and displaying a winning value of the combination of symbol cards after the handing out of the random symbol card in an operational block "Actualize intermediate state" (44) connected to the operational block "Hold card" (46) and to the operational block "Randomly drawing of not held card" (43);

checking in a branching block "Royal Flush reached" (45) connected to the operational block "Actualize intermediate state" (44) if the winning value of the combination of symbol cards is a maximum winning value;

returning process from the branching block "Royal Flush reached" (45) to in front of the operational block "Randomly drawing all cards" (38) in case the winning value is equal to the maximum winning value;

returning process from the branching block "Royal Flush reached" (45) to in front of the branching block "game time ended" (39) in case the winning value is not equal to the maximum winning value;

determining if a game time has ended in a branching block "Game time ended" (39) at the slave entertainment automat;

connecting process if the game time has ended from the branching block "Game time ended ?" (39) to an operational block "Collecting the individual results" (55);

collecting the individual results in operational block 'Collecting the individual results" (55) of the slave entertainment automat if the game time is determined to be ended;

wherein the operational block 'Collecting the individual results" (55) is connected to the branching block "Game time ended ?" (39);

distributing of the sum of the individual results in an operational block "Distribution of the sum of the individual results to slaves" (56) to the slave entertainment automats;

wherein the operational block "Distribution of the sum of the individual results to slaves" (56) is connected to the operational block 'Collecting the individual results" (55);

calculating a winning amount in an operational block "Calculating winning amounts" (57);

wherein the operational block "Calculating winning amounts" (57) is

connected to the operational block "Distribution of the sum of the individual results to slaves" (56);

presenting the winning amount on a display in an operational block "Presentation of winning amount" (58);

wherein the operational block "Presentation of winning amount" (58) is connected to the operational block "Calculating winning amounts" (57);

collecting the jackpot amount in an operational block "Collecting the jackpot amount" (51).